AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

LISTING OF CLAIMS:

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1. (Currently amended) A game system in which a game player [[make]] makes motions in response to contents of instructions displayed on a display screen, the game system [[and]] generating predetermined sounds corresponding to the contents of instructions, the game system comprising:

[[a]] voice converting means having [[an]] a voice input member for inputting voices and for converting the voices input through the voice input member into electrical signal data[[,]];

[[a]] storage means for storing the electrical signal data obtained by the voice converting means together with predetermined sound-relating data corresponding to the contents of instructions[[,]];

motion detecting means for detecting the motions of the game player; and

[[a]] sound generating means for generating voices from the corresponding electrical signal data based on the motions of the game player corresponding to the contents of instructions when the game player makes the motions in response to the contents of instructions.

2. (Previously presented) A game system according to claim 1, wherein the sound generating means includes a data processing means for processing the electrical signal data of the voices and generates voices corresponding to the electrical signal data processed by the data processing means.

3. (Currently amended) A game system according to claim 2, wherein the data processing means [has one, two or more] includes at least one of a frequency modulating function[[;]], an amplitude modulating function[[;]], a function of changing the sound level of voices lying within at least part of frequency ranges divided at specified intervals[[;]], a function of thinning out sounds lying within part of the frequency ranges[[;]], and a function of expanding and compressing at least part of sound waves with respect to a time axis.

4. (Currently amended) A game system according to claim 1, further comprising [[a]] signal generating means for generating a signal based on the ~~motion~~ motions made by the game player, ~~wherein~~ the sound generating means ~~outputs~~ outputting a sound when the signal generating means generates a signal within a predetermined period with respect to a timing instruction.

5. (Currently amended) A game system according to claim 1, further comprising a second storage means in addition to the storage means, ~~wherein~~ a

second electrical signal data stored in the second storage means [[is]] being stored in the storage means, and the sound generating means ~~generates~~ generating a sound corresponding to the second electrical signal data.

6. (Currently amended) A game system according to claim 2, further comprising a second storage means in addition to the storage means, ~~wherein~~ a second electrical signal data stored in the second storage means [[is]] being stored in the storage means, and the sound generating means ~~generates~~ generating a sound corresponding to the second electrical signal data.

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7. (Previously presented) A game system according to claim 6, wherein the data processing means processes the second electrical signal data, and the sound generating means generates a sound based on the processed second electrical signal data.

8. (Currently amended) A game system according to claim 6, further comprising [[a]] changing means for changing a degree of data processing by the data processing means[[,]] wherein the changing means ~~changes~~ changing the degree of data processing applied to at least one of the electrical signal data and the second electrical signal data to achieve a change in sound of the voices which are generated.

9. (Currently amended) A game system according to claim 5, wherein the second storage means receives, as stored data, sounds relating to the second electrical signal data and background sounds ~~are stored in the second storage means~~, and the sound generating means outputs the background sounds without modification.

10. (Currently amended) A game system according to claim 1, ~~wherein~~ further comprising means for issuing an instruction regarding a timing to input a voice to the voice input member of the voice converting means [[is]], said instruction being displayed on the display screen at a specified moving speed.

11. (Previously presented) A game system according to claim 1, wherein the sound generating means generates a predetermined sound corresponding to the electrical signal data instead of generating a voice if no voice is input to the voice input member of the voice converting means.

12. (New) A game system according to claim 4, wherein said timing instruction is given by a first mark, displayed on the display screen, which is stationary and a second mark, displayed on the display screen, which is movable with respect to the first mark and the timing instruction is when the first mark and the second mark coincide to each other.

13. (New) A game system according to claim 12, wherein said signal generating means includes an impact sensor and an acceleration sensor to output corresponding detection signals.

14. (New) A game system according to claim 13, further comprising a signal input timing judging section for judging which predetermined time periods with respect to the timing instruction the signal generated by the signal generating means falls into.

15. (New) A game system according to claim 14, wherein said predetermined time periods include a first time period and a second time period, the first time period being longer than the second time period.

16. (New) A game system according to claim 15, wherein the sound generating means generates the voices from the corresponding electrical signal data only when the signal generating means generates the signal within the second time period with respect to the timing instruction.